12 HEROES CARDS

3 BOSS DASHBOARDS

30 JUDGEMENT/ POISON TOKENS

12 MOB CARDS

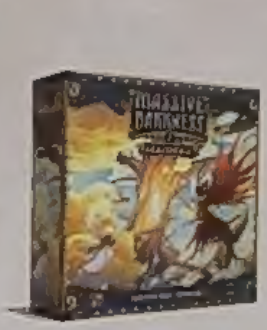
20 SOUL TOKENS

36 ROAMING MONSTER CARDS

4 DOUBLE-SIDED GAME TILES

PACK OVERVIEW

The *Darkbringer Pack* is a Kickstarter Exclusive box that contains all the Kickstarter Exclusive Stretch Goals: Heroes, Mobs, Roaming Monsters, and Bosses to be used with *Massive Darkness 2: Hellscape* and *Heavenfall*. It also contains miniatures that can be used to replace some tokens.



Bosses: This pack contains 3 Bosses, each with their own Tiles, Boss dashboard, and Quests (pages 3-8).

Roaming Monsters: To include the 6 new Roaming Monsters in your games, simply shuffle their cards into their corresponding decks.

Mobs: To include the 2 new Mobs in your games, simply shuffle their cards into their corresponding decks.

Spirits and Constructs: These miniatures may be used to replace their respective tokens in your games. The Spirits are part of the Shaman Class while the Constructs are part of the Tinkerer Class.

Exo-Armor: Instead of using the Exo-Armor token next to the Tinkerer miniature, to represent that they have the Exo-Armor equipped, replace the token and Hero miniature with the Exo-Armor miniature.

Heroes: 8 of the new Heroes in this pack belong to Classes from *Hellscape*, while 4 belong to Classes from expansions. To include them in your games, simply add them to the pool of available Heroes that can be chosen.

Heroes Using Components from Other Classes

Victor and Valdis use components from other Classes: Rogue tokens and Thieving Tools bag, and the Arrow cards, respectively. During setup, if there are no Heroes of the corresponding Classes in the game, setup those components as if there were.

- **Victor (Paladin):** If a hero that is not a Rogue gains a Rogue token, they may use it for 1 extra action on their turn. If the token matches the action, they receive the benefit. Unused Rogue Tokens are discarded at the end of the Hero's turn.
- **Valdis (Wizard):** At the end of Valdis' turn, all the discarded Arrow cards must be shuffled with the Arrow deck.

QUESTS

THE SCORPION KING

The Scorpion King has been corrupted beyond salvation by the Infernal Realm and has been set loose upon the world. It has become a mindless killing machine that's all-too-effective at its singular purpose. Fighting it in its own habitat is the only way to end its cruel reign that is starting to corrupt its surroundings.

Tiles needed (from *Hellscape*, [A] Tiles): **2A, 4A.**
Tiles needed (from *Darkbringer Pack*, [E] Tiles): **1A, 2A.**

QUEST OBJECTIVES

Complete the objectives in order:
1- End the Poisonous Threats: Kill the 4 Poisonous Mobs
2- Defeat the Scorpion King: Kill the Scorpion King in the final battle

Boss Fight Starting Zones x3

Hero Starting Zone

Scorpion King's Zone

Poison Token x10

Portal Token (Up to x2)

Roaming Monster Portal Token x1

Regular Chest Token x1

Greater Chest Token x2

Starting Mob Zone x1

Closed Door x7

Locked Door x1

Pillar Token x1

Fountain Token x1

Forge Token x1

Bridge x2

*Loot tokens are placed according to the number of Heroes:

1-2 → 1 | 3-4 → 2 | 5-6 → 3

QUEST SPECIAL RULES

• **The Poisonous Mobs:** The inside the Chambers represent 4 Mobs that were tainted by the Scorpion King. When a Hero reveals a Chamber containing a , after resolving a Door card and replacing the Loot with Treasure tokens as usual, spawn a Mob in the Zone and place that on the Mob.

Mobs with a are Poisonous Mobs. They have the following ability in addition to any other they might have: **COMBAT:** +1

Whenever a Poisonous Mob Leader is killed, each Hero gains 8 XP instead of the usual 2 XP.

• **Into the Desert:** The Locked Door (marked in yellow), leads to the Scorpion King's Desert Lair (which counts as the Boss Chamber), a vast desert full of deadly surprises. The door can only be opened after the Heroes have killed 4 Poisonous Mobs. When the door is opened, do not reveal a Door card.

SCORPION KING'S BOSS FIGHT

As soon as a Hero enters the Scorpion King's Desert Lair, place all Heroes in any of the Boss Fight Starting Zones of their choice. Remove all Tiles that are not part of the Desert Lair, including all components placed on them. Remove the Darkness Track and place the Scorpion King's Boss Dashboard next to the Dungeon with the Darkness Marker on the leftmost space of the Boss track. Heroes recover all Health and Mana to their maximum values and **each Hero takes 1** . Then, perform a Level Up Phase and immediately start a new Hero Phase.

• **Targeting the Scorpion:** Heroes can only attack or use any abilities or effects that affect the Scorpion King if they are on the same Tile as the Scorpion King.

• **Poison Traps:** The 6 Poison Trap Zones start with 1 each. They represent Poison traps that the Scorpion King sets up in its domain. When a Hero enters a Zone with a , they take that token.

• **Quicksand:** There are 4 Quicksand Zones that the Scorpion King uses to burrow and move across.

• **Oasis:** The 3 Oasis Zones are special Zones. When a Hero enters an Oasis Zone, they immediately discard from themself all their . This has no cost, and happens as soon as the Hero enters any Oasis Zone.

HADES

Hades is a god of the Infernal Realm. His is the role of judgement, deciding the fate of lost souls that will either rest peacefully or roam eternally, depending on their deeds in life. Now that he's mysteriously joined the forces of Darkness, the Lightbringers need to defeat him in his own chamber of justice and prevent his biased judgement.

Tiles needed (from *Hellscape*, [A] Tiles): **6B, 7A.**
Tiles needed (from *Darkbringer Pack*, [E] Tiles): **3A, 4A.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Face your Sins: Each Hero must collect 4
2- Defeat Hades: Kill Hades in the final battle

QUEST SPECIAL RULES

• **Special Setup:** In each Zone with a icon, place 1 for each Hero.

• **Chamber of Justice:** The Locked Door (marked in yellow), leads to the Chamber of Justice (this is the Boss Chamber). The door can only be opened after each Hero has collected 1 from each Judgement Zone (total of 4 for each Hero).

• **Judgement Zones:** Each Zone with is a Judgement Zone. Any Hero may spend 1 MP in that Zone to collect 1 . The same Hero can't collect more than 1 from each Zone.

Whenever a Hero collects a , that Hero gains 5 XP.

• **Valley of Souls:** Enemies may freely move through doors, even if closed, but closed doors still block LoS.

Hades' Boss Fight

As soon as a Hero enters the Chamber of Justice, place all Heroes in any of the Boss Fight Starting Zones of their choice. Remove all Tiles that are not part of the Chamber of Justice, including all components placed on them. Remove the Darkness Track and place Hades' Boss Dashboard next to the Dungeon with the Darkness Marker on the leftmost space of the Boss track. Heroes recover all Health and Mana to their maximum values.

Before the Boss Fight starts, each Hero rolls 1 per they have. For each rolled, the Hero takes 1 Wound and discards the token. Note that for each rolled, if a is not rolled, the Hero keeps the token. Then, perform a Level Up Phase and immediately start a new Hero Phase.

• **Boss Track:** During the Darkness Phase, if the Boss track is on the last space, move it back to the first space.

• **Final Judgement:** Hades' Boss Fight has 2 different types of rounds. Rounds without an icon in the Darkness track are regular rounds. Rounds with a icon are **Final Judgement Rounds**, and have the following special rules:

• **Setup**

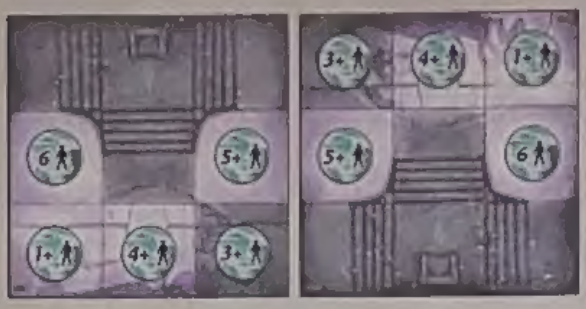
Place Hades in the closest Throne Zone along with the Hero with the most . That Hero's Health is reduced to 1, they lose all , and they skip their turn this round. Hades has that Hero within his grasp and is ripping out their soul!

Note: *That Hero can't be a miniature controlled by another Hero (such as a Spirit, Construct, Revived Enemy, or Companion).*

• **Lingering Souls**

Excluding the Hero that Hades has seized, place 1 per Hero in the Dungeon. Those represent Lingering Souls that are wandering in the Chamber, waiting for their trials.

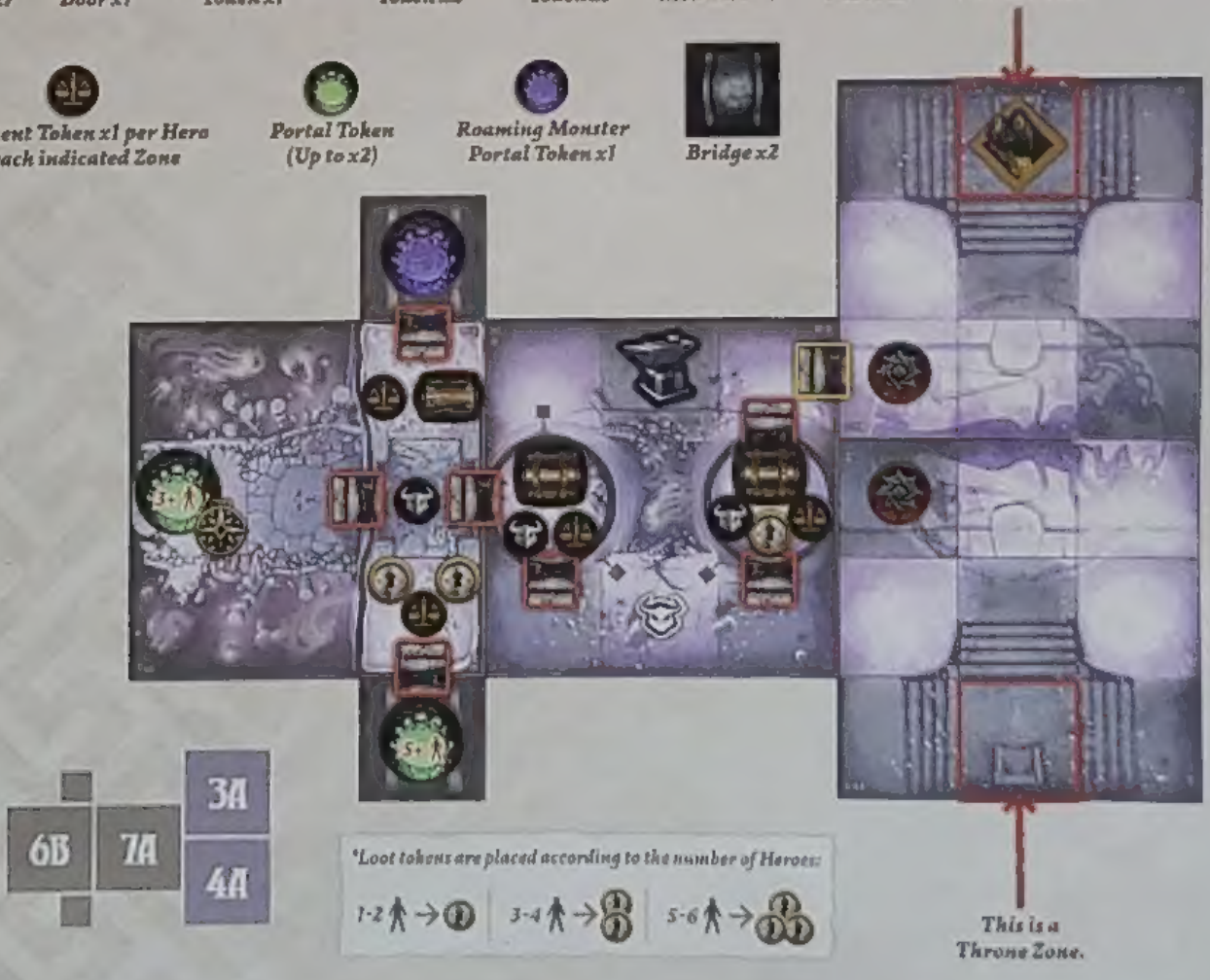
Each Lingering Soul is added to a different Zone in the Dungeon according to the Throne Zone in which Hades was placed and the number of Heroes. Lingering Souls appear as indicated below, only in **the Tile where Hades is:**



Hero Starting Zone *Hades's Zone* *Boss Fight Starting Zones*

Closed Door x7 *Locked Door x1* *Regular Chest Token x1* *Greater Chest Token x2* *Spawn Token x3* *Starting Mob Zone x1* *Forge Token x1* *This is a Throne Zone.*

Judgment Token x1 per Hero in each indicated Zone *Portal Token (Up to x2)* *Roaming Monster Portal Token x1* *Bridge x2*



**Loot tokens are placed according to the number of Heroes:*

1-2 → 1 | 3-4 → 2 | 5-6 → 3

This is a Throne Zone.

- **Invulnerability**

During Final Judgement Rounds, Hades can't be targeted by attacks or effects and does not activate at all.

- **Free the Souls**

Lingering Souls have 5 Health and can be attacked as if they were Enemies. When defending, they roll 1 and have the same combat ability as Hades: **COMBAT 1** : The Hero takes 1

- **Weak Soul**

If, at the end of a Final Judgement Round, there are any Lingering Souls in the Dungeon, the Quest ends in defeat.

SINGLE PLAYER NOTE: *When playing with a single Hero, for the Final Judgement Rounds, place only Hades in the Throne Zone and the Hero does not suffer any additional effect. If the Lingering Soul is still in the Dungeon at the end of the round, the Quest ends in defeat.*

DARK RIDE

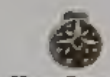
The ferryman of lost souls is back to his endeavors. After the events of Massive Darkness Hellscape, there are too many souls drifting in the underground. Charon has taken advantage of this situation to ferry them all back to the Darkness, dwindling as it may be now. The Lightbringers must stop him not only to save these poor souls, but to keep the Darkness from growing again.

Tiles needed (from *Hellscape*, [A] Tiles): **4A.**
Tiles needed (from *Darkbringer Pack*, [E] Tiles): **1B, 2B, 3B, 4B.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Save Enough Souls: Save at least 6 Souls
2- Ring the Ferry Bell: Ring the Bell when enough Souls have been saved
3- Defeat Charon: Kill Charon in the final battle

SPECIAL LOSING CONDITION: *After the Boss Fight begins, if Charon leaves the Dungeon, the Quest immediately ends in defeat.*


Hero Starting Zone

Objective Token x1

Regular Chest Token x1

Greater Chest Token x2

Starting Mob Zone x2

Spawn Token x2

Portal Token (Up to x2)

Roaming Monster Portal Token x1

Closed Door x4

Pillar Token x1

Forge Token x1

Bridge x2

QUEST SPECIAL RULES

- **Special Setup:** This Quest does not have a Boss Chamber. Do not place Charon in the Dungeon until a Hero rings the Ferry Bell (*see below*).

- **Soul River:** Heroes and Enemies cannot enter the Soul River Zones.

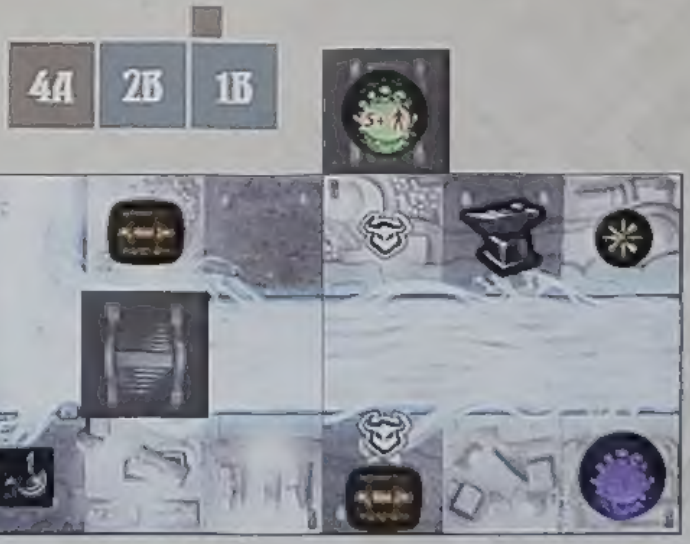
- **Soul Protection:** Souls are represented by . Every Enemy spawns with a . In addition to any ability they have, Enemies with gain: **DEFENSE: +1**

- **Ferry Bell:** When Heroes kill an Enemy with a , they keep the token. It represents a Saved Soul. Each Hero immediately gains 4 XP. Once Heroes have collectively gathered 6 Souls, they may ring the Ferry Bell. Any Hero standing in the Objective token Zone can spend 1 action to ring the bell and summon Charon.

CHARON'S BOSS FIGHT

As soon as a Hero rings the bell, Charon is summoned and the Boss Fight begins. Remove Tile [A]4A, including all components and Enemies from the Dungeon, then place the Tiles and other components for the Boss Fight according to the Boss Fight Setup (*see next page*). Place the Heroes in the Boss Fight Starting Zones of their choice and Charon in the indicated Zone. Remove the Darkness Track and place Charon's Boss Dashboard next to the Dungeon with the Darkness Marker on the leftmost space of the Boss track. Heroes recover all Health and Mana to their maximum values, and discard all tokens. Perform a Level Up Phase and immediately start a new Hero Phase.

NOTE: *Charon starts with 2*



**Loot tokens are placed according to the number of Heroes:*
1-2 → 1
3-4 → 2
5-6 → 3

• **Rowing:** Every time Charon's abilities indicate that Charon Rows, Charon moves a number of Soul River Zones according to the value shown on the Boss track. Charon only moves through Soul River Zones following the River toward the end of it.

IMPORTANT: Charon cannot be moved by abilities or effects that are not his own.

• **Movement and Attack:** Heroes still cannot enter Soul River Zones. Heroes attacking with Melee attacks can do so from any Zone adjacent to Charon's current Zone.

• **Collecting Souls:** Each time Charon enters a Zone with a Soul token, he collects that token. Any Hero standing in an adjacent Zone to Charon may spend 1 action to remove 1 from Charon and discard it.

• **Soul Shields:** Some of Charon's abilities give him Soul Shields. Whenever an effect indicates that Charon gains a Soul Shield, take as many as Soul Shields indicated, and place them on his dashboard. When Charon takes Wounds, remove that many instead of dealing Wounds. If Charon has no more Soul Shields to discard, he takes Wounds.

• **Death Ride:** One of Charon's Abilities may take a Hero into a Death Ride. After attacking a Hero through the Death Ride action, if the Hero took at least 1 Wound from the attack, place that Hero in Charon's Zone with their miniature laying down. Whenever Charon Rows, move the Hero along with him. The Hero takes 1 Wound for each Zone they move with Charon. A Hero on a Death Ride must spend their first action to escape the Ride. Then, place that Hero in any adjacent Zone to Charon. Any Hero may spend 1 action adjacent to Charon to release another Hero being held in a Death Ride, and place that Hero in their Zone. If a Hero is KO'd due to the Death Ride, place its miniature in any adjacent Zone as soon as they are KO'd.

• **Soul Passages:** Objective tokens represent magical doorways that allow Heroes to cross distances around the river. A Hero standing in an Objective token Zone may spend 1 MP to be placed in any other Objective token Zone.

• **Charon Escapes:** If Charon is in the River End Zone and still has Zones to move, he leaves the Dungeon and the Quest ends in defeat.

BOSS FIGHT SETUP